



2019 Vidya Gaem Awards
Award Speeches

Most Hated Game of the Year - YIIK: A Postmodern RPG

You know, on paper YIIK doesn't seem all that bad. A surface-level Paper Mario inspired battle system crossed with WarioWare micro-games, all wrapped around an Earthbound aesthetic definitely has potential. Weirder genre fusions have worked before.

This isn't a game that was most hated because it was successful. YIIK's sales were, at best, modest, and it was mostly promoted through word of mouth and by the developers at gaming conventions. This was a game that was most hated because it picked a fight with everybody to ramp up hype and try out the game. It's a game nobody wants to touch, and how can we blame them?

Be it the Elisa Lam controversy, the plagiarism controversy, the offending of the gay community, the immersion-busting Satoru Iwata tribute, everyone seems to have a bone to pick with these guys. And on the topic of bone, I think I'm gonna, uh. I think... I'm gonna... Oh... I'm gonna... COOOOOOOOOOOOOOOOOOOOOOM!

Least Worst Game of the Year - Sekiro: Shadows Die Twice

At this point, is there any fantasy setting that FROM couldn't pull off? Miyazaki and his team again deliver on another action game that manages to hit the perfect notes of difficulty and style.

The game is a weeaboo's wet dream, filled with vistas of locations both fantastical and uniquely Japanese. And it doesn't just look good, either - the gameplay takes elements from both Tenchu and the Souls series, yet still manages to stand on its own.

Grappling from rooftop to rooftop with your arm allows a much greater sense of freedom and exploration compared to the normally linear levels of other action games, and the focus on poise and parrying over health in combat further sets it apart from others of its genre. Plus, it's not often that a game manages to truly challenge you up to the final boss.

When almost every boss is some sort of casual filter, you know you've got a game even /v/ can admit is good.

Seal of Quality - Fallout 76

Jesus Christ, Todd. Your game was so bad, it won two years in a row! How... how does that even happen?!

Fallout 76's technical issues were hardly restricted to 2019, and if anything, somehow got worse this year. Between the terrible optimization, the rampant hacking, and the horrendous technical bugs that came with each update, the game has somehow only managed to become even more unplayable as the content came. Couple this with delaying fixes for said bugs and hacks, players literally looting each other's inventories, and banning the few people who managed to exploit the game into something somewhat entertaining just manages to make this piece of shit even more of a joke every month it continues to string along on life support.

It's fascinating that a bunch of Russians managed to cobble together a better online Fallout experience in their spare time than a major studio with hundreds of millions of dollars at their every whim. But ultimately, Bethesda is no stranger to fans salvaging their franchises anyway, I suppose.

Best New Implementation of an Old Franchise - Resident Evil 2

RE2 could have easily been a reskin of a post RE4-era game, but Capcom held back just enough to stay true to the original and the timeline. After all, in 2, Leon is still a fresh rookie, and hasn't gone past small-time to learn all his fancy tricks.

Menu management is smoother, some puzzles were altered with new ones being added, and none of them pull a Bioshock Infinite card. The new map system is a godsend though, keeping important memos so you can keep on surviving. The bone-chilling aesthetic is felt more than ever with gruesome visuals and spine-tingling sound production that will leave you squeamish. It's a shame the original soundtrack is DLC, because it still works great here.

With 2020 still young, we're excited for the release of the Resident Evil 3 Remake and we hope Capcom can keep up the good work.

Most Pointless Controversy - Persona 5's Misheard Lyrics

Only on an outlet as retarded as Kotaku could an absolute retard have gotten that retarded article published and kept her job.

What kind of retarded life must you live, to mishear a Japanese woman trying to speak English in a song and IMMEDIATELY assume that she is making fun of retarded people? And how retardedly stubborn do you have to be, even after everyone retorted that you are being a retard, to dig your heels in, issued a half-hearted retraction, and continue to spout retarded nonsense about how it was problematic if you were even able to misinterpret the song.

The retarded article is still up today, further proving that Kotaku will publish anything, no matter how retarded, as long as it gets them clicks. A retarded waste of time for everyone involved. Completely, and utterly... stupid.

Biggest Redemption in Gaming - Capcom

Capcom has been on an upwards momentum after breaking trust and money since Marvel vs Capcom Infinite, a much-needed change of pace after the 2013 DMC, and Street Fighter V, among other flops. And go figure, the best way to redeem yourself is to, surprise, surprise, listen to your fucking fans.

After bringing back some older franchises, some of which you might see throughout the show, with a breath of life, experimenting with new IP's on the mobile market, and even announcing some re-releases of smash hits in the future, the big C could finally be turning things around, and hopefully once and for all.

Most Blatantly Promoted Game - Raid: Shadow Legends

Hello, you absolute Legends. Before we get to the winner, we'd like to take a moment to mention this show's sponsor, Raid: Shadow Legends. Raid has completely smashed the mobile market this past year, with detailed models, beautiful environments, and a smooth 60 FPS gameplay experience, Raid: Shadow Legends ensures the highest quality mobile experience that competes with consoles and PC as well. Every champion can be customized with tons of unique gear and ridiculous skills, to help you plan out your perfect party and conquer your foes with strategy.

With over 10 million unique downloads, over 300,000 reviews, and a 5-star rating on the Google Play store, Raid continues to grow by the day, and if you join now with our special offer, you'll receive 50,000 silver, and a free epic champion! Download the game now, and look for our clan, by searching "Vidya." Good luck, and we'll see you there!

Now back to the award. The winner for the BUY MY GAME Award is: Raid: Shadow Legends. Raid has smashed the mobile market this past year, with detailed models, beautiful environments, and a smooth 60 FPS gameplay experience, Raid: Shadow Legends ensures the highest qua- (Fade out, as this is the same speech from before.)

Best Representation of Women - Code Vein

There's nothing wrong with a little thirst every now and then, and the world of Code Vein knows a little something about sucking and slurping some liquids down... You know, because of the vampires.

Every few months we were blueballed with more and more delays, until they finally let go of all inhibitions and released. With an in-depth character creator that lets me customize my perfect experience, and a dark world filled with gothic waifus, I can dominate, or be dominated by the Dark Souls-like experience. With gameplay as hard as me, Code Vein will leave you squirming in your seat with every agonizing inch you go.

Playing this game was a truly captivating experience, and like many things in life, you'll never forget your first time. Code Vein's release was like the finale to a week-long edging session, and in the end, we'd say it was worth the wait.

Best Representation of Men - Devil May Cry 5

The time has come, and so have we. We're grateful for every new DMC release where we get to appreciate our boys, their big swords, and what they love to do with them. We don't know where we'd be without our bi-decennary glimpses at lovely Nero, Dante, Vergil and the mongering whores who've kept them stolen away for so long.

Yeah, sure, DMC5 may have taken a little stick for being a corridor fighter, but we know at least three guys who can come down our corridors any day.

Worst Graphics - Pokemon Sword / Shield

When the initial rumors of Pokemon's first mainline console game came around, many die hard fans hoped that Gamefreak would deliver on the promised "great leap forward" that was hotly desired for the stale series. Yet, inevitably, as more and more of Sword and Shield was shown off, the more cynical /v/ became.

Did Gamefreak even try? They went on record to say that Pokemon, facilities, and mechanics were to be cut for the sake of improved graphics and animation. Need I remind you, this franchise is bigger than Mickey Mouse and Star Wars. We expected the jump into proper consoles with the switch would allow Gamefreak to properly take advantage of the new platform to stretch their visual muscles and give us more to look at. Instead we got reused assets, low res models, and lazy animations for 90% of all Pokemon.

At the very least though, if there's one thing they nailed, it's making Great Britain look miserable.

Worst Writing - YIIK: A Postmodern RPG

Disappointed? Hmph. Your mistake was thinking this show *wasn't* rigged. From its characters to its narrative, YIIK's writing is so poorly executed that we couldn't come up with anything more to say. So, we'd like to offer Ackk Studios the following poem as an apology:

Andrew has a game on the store,
Earning poor reviews all around the world, it seems.
When your game's this bad,
Even Murakami's prose,
Will earn a red thumbs down on Steam.

A drowning girl's story,
You stole, and it was not ignored.
Lowering the hood of her red jacket
She screams --
Andrew's game just won the award

Best Graphics - Resident Evil 2

RE7 may have been the first to use the RE Engine, but RE2 takes the grotesque to new heights. Blood effects that were borderline-comedic are now blood-curdling and the filthy anatomy details will send shivers down your spine.

Gore aside, the dreary atmosphere has been amplified, with once-bright-and-clean areas looking downright dingy and desecrated. What little light there is works so well with all this that it blows away even the best looking ports of the original 2.

You'll cringe at cadavers, stare at Ada's armpits, and watch Mr. X crush your skull in his hands, only to think - "His model looks really nice up close."

Best Visual Aesthetics - Sekiro: Shadows Die Twice

FROM has always managed to flesh out their games' worlds and background marvelously through the designs of the maps and characters. For example, the moment the character grapples up one of the first ledges and enters the Ashina Outskirts.

The camera adjusts itself to introduce the player to the setting that the bulk of the game revolves around - Ashina Castle, a tall, sprawling castle complex situated in the snowy mountains of a mythicized Japan. It is from this initial scene that the rest of the game builds its visual ideas on: an epic, lonely feeling of adventure, and a sense of awe, anticipation, and dizzying vertigo.

FROM used all the lessons they learned designing Dark Souls and Bloodborne, dusted off the aesthetics they used to enjoy during the PS2 era, with Kuon and Tenchu, and realized all that on Sekiro.

Best Writing - Disco Elysium

Sometimes /v/ manages to surprise everybody with their taste. Disco Elysium had all the usual signs of your typical pretentious indie game: Weird aesthetics, no dedicated combat system, political talking points, but it's the execution that brought it to /v/'s choice. With the grunge-y 50's era setting, Disco Elysium seems more aligned with old point-and-click adventure games than traditional Western RPGs.

But it's not only the fitting dialogue choices, the colorful characters, or its realistic depiction of a town addled by depression that makes it deserving of this award. No, Disco Elysium's quality writing is shown through several different aspects: the substitution of a traditional RPG skill tree with voices in your head. Every skill tree is given a "personality" that chimes in, turning what would be a boring conversation into a round table of shitposts.

The incredibly intricate discussion on how politics and ideologies aren't inherently better than one another and about how they are executed on the world in a way that matters, the setting that simply oozes eastern european idiosyncrasies and their unique take on cop fiction. The game reflects the current state of /v/ - anger, depression, narcissism, a habit for rambling and going off-topic, and constant wars about identity. It's no wonder that it won /v/'s Best Writing award.

Crimes Against Gaming - Blizzard

2019 was not Blizzard's year, and that can't be blamed on anyone but themselves. The staff of the /v/GA's are probably not the best people to criticize a company for bending the knee to China, but it's alright because Blizzard staff seems to be doing so as well, scheduling walk-outs and outdoor protests of their own employer. Indeed, it seems as though work conditions in general around the office are worth getting upset about, with it apparently being a common sight to see Uber stickers on employee cars in the parking lot, assuming the employee survived the 800-person purge during their most financially successful year of all time. But we're getting ahead of ourselves, and jumped straight to the staff's problems, and not the consumers.

Let's just go down the list, or else we'll be here all day:

World of Warcraft has concluded possibly its worst expansion yet, with cut content and plotlines, poor balance, mind numbing content, and a clear rush towards the finish line as they struggle to prepare for Shadowlands.

Heroes of the Storm was effectively gutted, killing a large portion of the staff, and the entirety of the pro scene, without so much as even alerting the players beforehand that their contracts would not be renewed.

Overwatch, as it turns out, has been completely ignored the past several years because they were preparing for a sequel... that is so similar to the original that they're cross-compatible, and will both be receiving the same content in the future.

Warcraft 3 fans are upset over the recently-released Reforged edition, feeling as though the company promised far more than they delivered, on top of gutting many of the previous online features, and stealthily updating the ToS for their custom games.

Reports came out for Diablo 3 that apparently it had been so grossly mishandled, that much of the info that has been coming out to Kotaku in recent months was leaked by the staff out of pure frustration.

Starcraft 2 is still forgotten.

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Hearthstone is stagnant and has basically become an auto battler, and of course, who could forget Hong Kong, and their knee-jerk reaction to one pro's support of the protests, as well as their half-assed apology at Blizzcon.

You get the picture; this has gone on way too long, and that was the abbreviated version. We'll just leave it there, and end with a celebration that Bungie reclaimed their freedom once more. Good job, guys!

Best Trailer - Cyberpunk 2077

Duke: This game has been hyped for years. Ever since the messy divorce, weeps alike have been wondering what an independent Kojima could pull off with full creative control, away from Konami's oppression. The trailer we got was a masterpiece of storytelling.

Donny Q: Cut, cut. We gave you the wrong script.

Duke: Wait, death stranding lost AGAIN? It's a Kojima game, and this is /v/.

Donny Q: Yeah, CyberPunk 2077 won instead.

Duke: DMC5 wasn't a fluke. Oh my god. It happened, it finally happened!

Duke; [yells 'off-microphone'] HEY JOHN, GET IN HERE

JohnCuck; [out of breath] I heard just before you called me. I can't fucking believe they have gotten over his bullshit.

Duke ; This is insane, [yells 'off-microphone'] BEAT, WHOEVER EDITED THIS AWARD

Shuttah; Hey.

Beatstar; What do you need?

Duke; Take a look at this. [everyone crowds around the script]

Shuttah; Holy shit.

Beatstar: We're finally free. WE'RE FINALLY FREE

Duke; How great is it that no one needs to wait a single moment before we all come together to improve our world? Without deviation from the kojimbo sweeping norm, progress is not possible. You have made that progress, /v/. Last year wasn't a fluke, you fucks have finally got over kojumbos bullshit. This is an important piece of history for the show, and we are so proud of you for bucking the trend. On behalf of the guy who wrote this speech, Kobimpus can go fuck himself.

Donny Q; Where the fuck did everyone go? [Realises that the speech hasn't been read] Oh shit.

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Donny Q; Umm, Cyberpunk 2077 has a really good trailer that makes the 12 year wait at this point worth it. Also Keanu.

Best Eroge - Sengoku Rance

Some of you are probably thinking to yourself, "Wait a minute. I remember cumming to that game years ago." Well, you're right, broski. Sengoku Rance got an official release in the West this year, 13 years after its initial release. In other words, the game is now old enough that Rance himself is okay with fucking it if it was a cute girl.

It's got all the hallmarks of a great game: fun battle system, over a hundred recruitable characters, girls for pretty much every non-degenerate fetish, upwards of 120+ hours of content, great story and writing, and - most importantly - an actual difficulty curve.

Despite its age, it still remains a shining example of a porn game where the game is more fun than the porn.

Worst Character - Alex (YIIK: A Postmodern RPG)

Alex is the postmodern everyman for the postmodern RPG. From the incoherent rambling monologues, to the consistently defensive and insecure posture, down to the incredibly punchable face and signature soylent grin—I mean grimace.

Despite his background as a college graduate, Alex's intuition and awareness is completely lacking throughout the story, and you find him time and time again in the shadow as fellow party members point out his complete disregard for social cues as reprehensible - but never beyond a quick scolding or two. Many defenders of YIIK are quick to point out Alex's shortcomings as something relatable. "But he's just like you!" Except not, it's just like any other hipster douchebag that THINKS everybody else acts and sees the world just like themselves.

Alex doesn't emotionally grow or transcend in any way throughout the story. His existence meanders a fruitless pursuit of records, pussy, and job hunting that string you along the yellow brick road to nowhere. You meet several party members that, while also flawed, honestly could have filled in for Alex at any time, and nothing of value would be lost.

Best Character - Dante

Our favorite pizza party man is back and it feels so good to say FUCK YOU to that 2013 reject. Dante's been through some real shit over the years, from crazy crossovers to weird characterizations and even being stuck in Pachinko hell, but he still manages to get through it with a wink and smile.

Things haven't always been easy though, especially in DMC5 where his theatrics and quips don't save him from an assbeating or two, but at least that gameplay is still stylish as ever. That's part of the reason he stays so damn lovable, since even if things don't get as wild as his cutscene antics, dishing out taunts and combos as him still feels great.

He may not be as MOTIVATED as his brother, but he still has the chops to sit on top of this award.

Best Game Nobody Played - Etrian Odyssey Nexus

It's the end of an era... and what a banger to end it on. It had been 12 years since EO1's first release on DS, and until the EO team changes things up for the future, it'll be the last we'll see of the series.

It's not all sad though, as many beloved characters, F.O.E.s, and classes showed up for one last hurrah. While the Sonic Mania approach may be off-putting to some, at least a lot of it was remixed to keep it fresh. It's a shame it came out so late, since a lot of people have put away their 3DS and moved on.

We can only hope that the EO team will make a comeback somehow, and rekindle our passion for dungeon diving once more.

Most Pretentious Indie Game - YIIK: A Postmodern RPG

The Mario RPGs, the Shadow Hearts trilogy, The Legend of Dragoon, and, of course, Mother 3. All of them have battles with timed inputs to spice up combat. Combat is often where you'll spend a good chunk of an RPG, and YIIK somehow took the worst parts of these to turn each and every encounter into an absolute boring chore.

Not only are the mini-games and timing aspects not enjoyable, but the damage boosts are pathetic for how long it can take to actually get a single attack off. In addition, YiiK has visuals, so why does the text need to explain multi-target effects on each and every unit when Dragon Quest 8 streamlined this shit 15 years before YiiK released?

These better games did what they did to make battles more than spamming A to keep the players engaged, whereas YIIK adds tedium on purpose for the sake of "homage" without studying why mechanics -worked- and, clearly, without listening to any criticism from playtesters, assuming this mess was even playtested to begin with.

Most Disappointing Game - Pokemon Sword / Shield

Somehow, Sword and Shield isn't as basic as Let's Go Pikachu/Eevee, but damn does it try. For legions of normie fans the thought of a console Pokemon game has been tantalizing for years, begging Nintendo for some mythical open world Pokemon game with a AAA budget and MMO elements, but instead Pokemon has increasingly prioritized its social aspects the last few gens, at the cost of making the single player progressively worse.

Masuda and GF are still making barebones regions for the ADHD mobile generation. So now we have single-floor caves, landmarks you can't explore, a single lazy battle facility, and the worst-ever use of raid-style battles, which magically become RNG-garbage when you play alone. Even then, the multiplayer aspect is even worse than 4th Gen, since on top of paying for online, there's barely anything to do.

What really sucks is there's a number of new QoL improvements that benefit raising, breeding, and battling, but there's nothing worth using them on. GF rushed this out the door, and it shows. Splitting the team for that Little Town Hero garbage didn't help either. One last thing: whoever thought cramming all the rare Pokemon in the Lake of Outrage, with such abysmal spawn rates, can bite my ass.

Best Game of 1999 - Super Smash Bros.

Over 20 years ago, the ideas of Smash were mere playground banter and crayon drawings. In 1999, Sakurai helmed a game that let people prove their favorite character could beat up yours. Not only that, but characters brought their most famous moves, and even some new ones, to the table.

The Outfoxies wasn't too well known, so it was pretty unheard of to see platforming, items, and arena fighting mixed, but Namco never had Yoshi swing the hammer from Donkey Kong or DK himself throwing PokeBalls at people's faces. People may give items shit, but they're also part of what gave it identity, popularity, and kept it fresh for so long, because after scrambling for a game-changer, anyone could turn the tides, or be stuck with a worthless dud.

Smash 64 was light on single player content, but it was more about the social aspect of multiplayer, especially with all 4 controllers creating then-unheard of levels of chaos. That said, everyone was shitting bricks when CHALLENGER APPROACHING appeared, since magazines and news outlets at the time kept details somewhat secret.

Compared to later entries, there was no newcomer hype or roster arguments, just a sense of wonder, having as much fun as you could, and enjoying it with other people as you smashed each other into orbit.

Best Video Game of 2009 - Demon's Souls

Back before things got Dark, Demon's Souls was the hardest asskicker on the PS3 block.

It took the atmosphere of King's Field, but used a 3rd person perspective and made combat actually care about weight and movement, and threw it all in a world full of danger. It made you take caution to avoid its traps and carefully plan your attacks on enemies. Rushing in like a fool would only lead to a painful end, where the now infamous sting of continuing hurt even more than dying. If that weren't enough, several bosses were real assholes, but even they didn't compare to the dickery of PvP.

Other players could help you dodge doom as often as they brought it to you. A lot of this applies to Dark Souls and its successors, too, but the OG brought it to the table first. Online lasted a whole 9 years, and we can only hope it will come back in some fashion.

Anything remotely hard nowadays is called the "Dark Souls of whatever", but the Demon is what made us scared of the Dark to begin with.

Least Worst Game of this Decade - Dark Souls

Can any other game in this last decade say that they have been as influential to the modern gaming community as Dark Souls has? Back when Demon's Souls and Dark Souls released, contemporary games had an issue of being "too easy", and being too movie-like, so that every pea-brained journalist could complete it

The two Souls games called back to a more nostalgic time, when beating a game could be considered an accomplishment. But while Demon's Souls *experimented*, Dark Souls *refined*. Its notorious reputation - which FROM and Sony made full use of in its marketing campaign - earned the respect of many /v/-goers and normie gamers alike.

The game had something everyone could enjoy - power gamers enjoyed the PvP and the endless ability to grief and torment others; RPG and action players enjoyed the somewhat simple, yet still exciting gameplay and the build variety that came with it; and narrative-inclined players loved the lore, which rewarded those who paid attention to every detail in text and subtext.

While FROM has been trying to move further and further from the genre, the Soulsfag has endured - endlessly respawning at the bonfire for just one more soulslike that could possibly live up to the feeling of playing Dark Souls for the first time.

Worst Game of this Decade - Fallout 76

Fallout 76 suffers from identity crisis: Bethesda can't decide either to make it a messy broken pile of ideas or messy broken pile of glitches. It wasn't fair for the lost souls who sunk money on this game at launch, but to kick them while they're screaming, bogged down with unplayable glitches, hackers and exploiters constantly ruining the ecosystem, discrimination and division over a subscription fee to play the game privately, what the fuck.

Bethesda couldn't leave Fallout 76 to sink without taking everyone else as collateral. Fallout 76 also takes this award as a representation of this shitty practice game publishers concocted called "games as service". Publishers make devs take perfectly good single player games, remove most of its content until the base game is a barebones experience, and then meagerly reselling said content back to the gamers over the span of months, turning the "userbase", into the digital cattle that publishers always wanted you to be.

So, thank you, Fallout 76, for showcasing how these types of games stained this whole decade.

Best Movie Based on a Video Game of All Time - Detective Pikachu

Adapting a video game to a movie has never really been an easy task, but somehow Detective Pikachu of all things managed to do it surprisingly well.

Typically these films get muddled in the details of the games, incorporating either too much or too little of the source material, and just souring the whole product as a result, but Rob Letterman and his crew knew just how much they should pull from the title, and what exactly they should leave behind, giving us an hour and a half of pure fun.

The photorealistic redesign of many of the Pokemon somehow makes them work when alongside live action humans, and a fully intertwined Pokemon and human world somehow feels almost realistic in just how much they're incorporated into many of the designs and aesthetics of human society.

While it's arguable whether this is the first truly good video game movie or not, at the very least the general consensus is that it's the first widely-appealing, which is hopefully a sign of what's to come in future films. Who knows, maybe we'll get a third Hitman reboot someday that isn't garbage.

Best Fangame of All Time - AM2R (Another Metroid 2 Remake)

AM2R came out swinging, even if it was shot out the gate with a C&D. Through the magic of file sharing, we can still play this great game. A fangame that spent over a decade in development that actually delivered, that fact alone is worthy of recognition (looking at you, Mother 4).

Even compared to the original NES game, M2 always felt strange, for better and worse, but AM2R, despite its humble name and origins, helped breathe new life into the Game Boy adventure and showed us what it could be without its past limitations. The level design feels ripped straight from the best in the series, with clever shortcuts laced throughout the world to allow for sequence breaking and out-of-order item upgrades. It has that dread-inducing atmosphere and the thrill of hunting every last Metroid, but plays and looks as good as the series' best.

There were some real winners in the nominees, but Samus' return tore through them. Without getting into the endless Samus Returns-AMR2 shitflinging debate that's plagued /v/ threads for years, we can at least appreciate one of the best fan games of all time, and a fun love letter to Metroid in general, at a time when the series arguably needed it the most.

Best Soundtrack - Devil May Cry 5

From day one, you fuckers wouldn't stop spamming the board with these lyrics, so I speak for everyone when I sarcastically say, "what a surprising result!"

DMC5's soundtrack does its job, and does it well. Dynamically getting more and more intense the better you perform, leading to some rather comical professional reviews, and awkward gameplay footage from major industry insiders. But it's because of this feature, I think, it's safe to say, we all know why some of you voted for other games.

Best Product - Skub

Uh oh 🤢 Stinky! Poop 💩 hahahahaha 😂 Poopies 💩 Funny
poopies alalalahahaha 😂😂 Funny poop 💩🤢 Poop funny 🤢
Weeeeeee 😂😂 Haha yay more poopy💩 Good poopy 👍 Poopy
funny 😂 hahahahaha 🤢 poo 💩 poo 💩
poo💩poo💩poo💩poo💩poo💩poo💩poo💩 funny 😂 Yay fun poop 😂💩 hehehe
poo 💩 Poopy 💩 yay poop make me happy 😊 happy 😊 happy 😊
hahahahahahaaa 🤢